



HALF-LIFE FALLING SUN



ANTLION GRUB

Small beast, unaligned

Armor Class 6

Hit Points 2 (1d4+1)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
-5	-4	+1	-5	+0	-4

Damage Resistances poison

Condition Immunities blinded, poisoned

Senses tremorsense 30 ft. (blind beyond this radius),
passive Perception 10

Challenge 0 (10 XP)

Illumination. The grub sheds bright light in a 5-foot radius and dim light in an additional 5 ft..

Larval Oil. The glowing oil collected from a grub can automatically stabilize a dying creature by using an action to apply it to the dying creature's wounds.

ACTIONS

Bite. *Melee Weapon Attack:* -2 to hit, reach 5 ft., one creature. *Hit:* (1d1) piercing damage. The target must succeed on a DC 11 Constitution saving throw or take an additional (1d4) poison damage.

BARNACLE

Medium aberration, unaligned

Armor Class 10

Hit Points 35 (5d6+5)

Speed 0 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-5	+1	-4	+1	-4

Skills Stealth +4

Condition Immunities blinded, prone, frightened

Senses blindsight 30 ft. (blind beyond this radius),
passive Perception 11

Challenge 1 (200 XP)

Spider Climb. The barnacle can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The barnacle makes one attack with its tendril, uses reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d10+2) piercing damage.

Tendrils. *Melee Weapon Attack:* +4 to hit, reach 50 ft., one creature. The target is grappled (escape DC 14) Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the barnacle can't use its tendrils on another target.

Reel. The barnacle pulls the grappled creature up to 25 ft. straight toward it.



MANHACK

Tiny construct, unaligned

Armor Class 13

Hit Points 30 (5d8+1)

Speed 0 ft., fly 50 ft. It can hover.

STR	DEX	CON	INT	WIS	CHA
+0	+4	+1	+2	-4	-4

Damage Resistances ballistic

Damage Immunities poison, psychic

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Challenge 1 (200 XP)

Combine Programming. The manhack uses its Intelligence modifier for initiative rolls.

ACTIONS

Blades. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d10+4) slashing damage plus (1d6) lightning Damage.

HEADCRAW

small aberration, neutral evil

Armor Class 11

Hit Points 19 (3d8+1)

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
-2	+3	+1	-4	+0	-2

Saving Throws Str +2

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Challenge 1/2 (100 XP)

Standing Leap. The headcrab's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running Start.

ACTIONS

Lunge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6+3) bludgeoning damage. Instead of dealing damage, the headcrab can grapple the target (escape DC 12).

Head Couple. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the headcrab, incapacitated, or restrained. *Hit:* (1d10+3) piercing damage plus (2d10) psychic damage. The target dies if this reduces its hit point maximum to 0. A humanoid slain in this way rises in 1d4 rounds as a headcrab rotter. under the headcrab's control.



HEADCRAW ROTTER

Medium undead, neutral evil

Armor Class 12

Hit Points 42 (6d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-1	+2	-4	+0	-2

Saving Throws Con +4

Condition Immunities exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages Understands all languages it spoke in life but
cannot speak

Challenge 2 (450 XP)

Headcrab Parasite. Once the rotter is slain, it must make a DC 15 Constitution saving throw. On a success, the parasitic headcrab will survive and decouple itself from the corpse. If at any point the headcrab is attacked directly, the rotter is killed instantly. While coupled to a humanoid the headcrab has 19 hit points and has an AC of 15.

ACTIONS

Multiattack. The headcrab rotter makes two claw attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d6+2) slashing damage.

POISONOUS ROTTER

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 84 (10d8+50)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+5	-4	+0	-4

Saving Throws Con +8, Cha +1

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 10

Languages Understands all languages it spoke in life but
cannot speak

Challenge 5 (1,800 XP)

Parasitic Colony. When found, the rotter is covered in 1d4 poisonous headcrabs. Once the rotter is slain, it must make a DC 15 Constitution saving throw. On a success, the remaining parasitic poisonous headcrabs will survive and decouple themselves from the corpse. If at any point the last poisonous headcrab is attacked directly, the rotter is killed instantly. While coupled to a humanoid the poisonous headcrab has 40 hit points and has an AC of 17.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d6+3) slashing damage, and the target must make a DC 16 Constitution saving throw, taking (7d6) poison damage on a failed save, or half as much damage on a successful one..

Decouple Headcrab. The rotter throws one of its remaining poisonous headcrabs from it's back up to 15 feet away, provided there is ample space to do so. The called creatures defend themselves and the host but otherwise take no further actions. The poisonous headcrabs remain for 1 hour before rejoining the host as a bonus action.



XEN OVERGROWTH

large undead, neutral evil

Armor Class 16

Hit Points 132 (17d8+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+0	+6	-3	+3	+2

Saving Throws Str +9, Cha +7

Skills Perception +8, Intimidation +7

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages Understands all languages it spoke in life but cannot speak

Challenge 13 (10,000 XP)

Xen Spores. The overgrowth produces a plethora of toxic spores from its body so long as it isn't incapacitated. Each creature that starts its turn within 20 feet of the overgrowth and isn't properly protected must succeed on a DC 19 Constitution saving throw, taking (5d8) poison damage on a failed save, or half as much damage on a successful one.

Legendary Resistance (3/Day). If the overgrowth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The overgrowth can use its frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (2d8 + 4) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: (2d6+4) slashing damage.

Frightful Presence. Each creature of the overgrowth's choice that is within 120 ft. of the overgrowth and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the

effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the overgrowth's frightful presence for the next 24 hours.

Toxic Vomit (Recharge 5-6). The overgrowth spits toxic sludge at a point it can sense within 15 feet of it. Each creature in that area must make a DC 19 Dexterity saving throw, taking (12d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The xen overgrowth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The xen overgrowth regains spent legendary actions at the start of its turn.

Move. The overgrowth moves up to its speed without provoking opportunity attacks.

Scream. The overgrowth makes a Wisdom (Perception) check. Until the start of its next turn, the overgrowth's blindsight expands to 120 ft.

Claw. The overgrowth makes a claw attack.



STRIDER

Huge construct (synth), chaotic evil

Armor Class 19 (natural armor)

Hit Points 233 (15d20+90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+2	+6	+5	+0	-3

Saving Throws Dex +7, Cha +2

Damage Immunities ballistic, psychic

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 10

Languages Combine

Challenge 15 (13,000 XP)

Variant: Platform. Some striders may be equipped with a large platform on top of its carapace. Two medium or smaller creatures can safely ride atop this platform without squeezing.

Siege Monster. The strider deals double damage to objects and structures.

ACTIONS

Multiattack. The strider makes two attacks: one with its piercing leg and one with its pulse cannon.

Piercing Leg. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* (3d8+7) piercing damage.

Pulse Rifle. *Ranged Weapon Attack:* +10 to hit, reach 100/500 ft., one target. *Hit:* (3d8+5) force damage.

Warp Cannon (Recharge 5-6). The strider fires a powerful laser that warps the space around it in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking (6d10) force damage plus (6d10) necrotic damage on a failed save, or half as much damage on a successful one.

POISONOUS HEADCRAB

small aberration, neutral evil

Armor Class 13

Hit Points 40 (6d8+18)

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
-1	+3	+3	-4	+0	-2

Saving Throws Str +2

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Challenge 1 (200 XP)

Standing Leap. The headcrab's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running Start.

ACTIONS

Lunge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6+3) bludgeoning damage. If the target is a creature other than an undead, it must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Instead of dealing damage, the headcrab can grapple the target (escape DC 12).

Head Couple. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the headcrab, incapacitated, or restrained. *Hit:* (1d10+3) piercing damage plus (2d10) psychic damage. The target dies if this reduces its hit point maximum to 0. A humanoid slain in this way rises in 1d4 rounds as a poisonous rotter. under the headcrab's control.



OVERWATCH SOLDIER

Medium humanoid (combine), chaotic evil

Armor Class 15 (special response vest)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+3	+0	+1

Skills Athletics +4, Perception +2

Damage Resistances ballistic

Condition Immunities deafened, exhaustion, paralyzed

Senses darkvision 60 ft., passive Perception 10

Languages Common, Combine

Challenge 4 (1,100 XP)

Steadfast. The overwatch soldier can't be frightened while it can see an allied creature within 30 feet of it.

Genetic Lock. The overwatch soldiers' weapons are genetically bound to its person and cannot be used by non-combine operatives.

ACTIONS

Multiattack. The overwatch soldier makes two pulse smg attacks.

Pulse SMG. Ranged Weapon Attack: +4 to hit, reach 100/500 ft., one target. *Hit:* (2d8+2) force damage.

Fragmentation Grenade (2/Day). The overwatch soldier throws a grenade up to 50 feet. Each creature within 20 feet of the grenade's detonation must make a DC 13 Dexterity saving throw, taking (4d6) piercing damage on a failed save, or half as much damage on a successful one.

ZOMBINE

Medium undead (combine), neutral evil

Armor Class 15 (special response vest)

Hit Points 58 (7d8+14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
+2	-1	+2	-3	+0	-4

Saving Throws Con +4

Damage Resistances ballistic

Condition Immunities deafened, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Understands all languages it spoke in life but cannot speak

Challenge 3 (700 XP)

Headcrab Parasite. Once the zombine is slain, it must make a DC 15 Constitution saving throw. On a success, the parasitic headcrab will survive and decouple itself from the corpse. If at any point the headcrab is attacked directly, the zombine is killed instantly. While coupled to a humanoid the headcrab has 19 hit points and has an AC of 15.

Genetic Lock. The zombines' remaining weapons are genetically bound to its person and cannot be used by non-combine operatives.

ACTIONS

Multiattack. The zombine makes two attacks with its claws.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* (2d6+2) slashing damage.

Fragmentation Grenade (1/Day). The zombine throws a grenade up to 30 feet. Each creature within 20 feet of the grenade's detonation must make a DC 13 Dexterity saving throw, taking (4d6) piercing damage on a failed save, or half as much damage on a successful one.



ANTLION SOLDIER

Medium beast, unaligned

Armor Class 13

Hit Points 30 (4d8+4)

Speed 20 ft., climb 10 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	-4	+0	-3

Damage Resistances poison

Condition Immunities blinded, poisoned

Senses tremorsense 30 ft. (blind beyond this radius),
passive Perception 10

Challenge 1 (200 XP)

Illumination. The antlion sheds bright light in a 10-foot radius and dim light in an additional 10 ft..

Pack Tactics. The antlion has advantage on an attack roll against a creature if at least one of the antlion's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Running Leap. With a 10-foot running start, the antlion can long jump up to 25 ft..

ACTIONS

Mandibles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d8+2) piercing damage. The target must succeed on a DC 11 Constitution saving throw or take an additional (1d6) poison damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d6+2) slashing damage.

ANTLION WORKER

Medium beast, unaligned

Armor Class 10

Hit Points 35 (5d8+20)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+3	+4	-4	+1	-3

Skills Survival +3

Damage Immunities acid, poison

Condition Immunities blinded, poisoned

Senses tremorsense 30 ft. (blind beyond this radius),
passive Perception 11

Challenge 2 (450 XP)

Illumination. The antlion sheds bright light in a 10-foot radius and dim light in an additional 10 ft..

Pack Tactics. The antlion has advantage on an attack roll against a creature if at least one of the antlion's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Death Burst. When the antlion dies, it explodes in a burst of acid. Each creature within 5 ft. of it must make a DC 14 Dexterity saving throw, taking (2d8) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Mandibles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* (1d8+2) piercing damage. The target must succeed on a DC 14 Constitution saving throw or take an additional (2d6) poison damage.

Spit Venom (Recharge 5-6). The antlion spits venom in a 15-foot cone. Each creature in that area must succeed on a DC 14 Dexterity saving throw, taking (2d8) acid damage on a failed save, or half as much damage on a successful one.



ANTLION GUARD

Large beast, unaligned

Armor Class 19 (natural armor)

Hit Points 130 (12d8+60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+1	+5	-4	+1	-3

Saving Throws Con +8, Wis +4

Damage Resistances ballistic, bludgeoning, piercing, and slashing damage from nonmagical attacks, poison

Condition Immunities blinded, poisoned

Senses tremorsense 30 ft. (blind beyond this radius), passive Perception 11

Challenge 8 (3,900 XP)

Pack Tactics. The antlion has advantage on an attack roll against a creature if at least one of the antlion's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Trampling Charge. If the antlion moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the antlion can make one claw attack against it as a bonus action.

ACTIONS

Multiattack. The antlion makes two attacks: one with its gore and one with its claw.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* (3d12+6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* (4d10+6) slashing damage.